AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A system that sizes a user interface (UI) element having at least one component in response to a sizing input comprising:

a sizing module that sizes a first component in response to the sizing input, the sizing module capable of sizing one or more disparate sections of the first component asymmetrically in at least two axes, the sizing module ~~mitigating~~ mitigates pixilation and disproportionate appearance of the first component; and

an alignment module that aligns a second component within the sized first component.

2. (Previously Presented) The system of claim 1, the UI element is themed.

3. (Previously Presented) The system of claim 1, the first component is a bitmap and the sizing module divides the bitmap into a plurality of grids and adjusts margins of at least some of the grids to size at least some of grids of the bitmap.

4. (Currently amended) A method for sizing a UI element having at least one component in response to a sizing input comprising:

receiving the sizing input, the sizing input includes an unsymmetrical sizing factor for one or more sections of a bitmapped first component;

dividing [[a]] the bitmapped first component into a plurality of grids;

adjusting the margins of at least some of the grids to size at least some of the grids of the bitmap in response to the sizing input; and

aligning a second component within the sized first component to mitigate pixilation and inconsonant appearance of the UI element.

5. (Previously Presented) The method of claim 4, the UI element is themed.

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6. (Previously Presented) A computer-readable medium storing computer-executable instructions that performs the method of claim 4.

7. (Currently amended) In a computer system having a graphical user interface including a context that a UI element can be rendered to, a method for rendering a UI element having at least one component that is sized in response to sizing input comprising:

    receiving the sizing input;

    dividing a bitmapped first component into a plurality of grids;

    asymmetrically adjusting margins of at least some of the grids to size at least some of the grids of the bitmap in response to the sizing input;

    curbing pixilation and disproportionate representation of the bitmapped first component;

    aligning a second component within the sized first component; and

    rendering the UI element to the context.

8. (Previously Presented) The method of claim 7, the UI element is themed.

9. (Currently amended) A system that sizes a bitmapped component of a UI element in response to a sizing input, where the bitmapped component was designed under a particular DPI, the system comprising:

    a sizing module that sizes and prevents pixilation and disproportionate appearance of the bitmapped component in response to the sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under, the sizing module capable of rendering nonsymmetrical representations of at least one individual sector of the bitmapped component.

10. (Previously Presented) The system of claim 9, the UI element is themed.

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11. (Previously Presented) The system of claim 9, the sizing module divides the bitmapped component into a plurality of grids and adjusts the size of the grids to size the component.

12. (Previously Presented) The system of claim 11, the sizing module adjusts margins of the grids to adjust the size of the grids.

13. (Previously Presented) The system of claim 12, the sizing module adjusts the margins of the grids based upon the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

14. (Previously Presented) The system of claim 11, the sizing module adjusts the margins of the grids such that the size of each of the grids is adjusted in both the horizontal and vertical directions.

15. (Previously Presented) The system of claim 14, the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under is the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

16. (Currently amended) A method for sizing a bitmapped component of a UI element in response to sizing input, where the bitmapped component was designed under a particular DPI, the method comprising:

 receiving the sizing input that comprises at least one asymmetrical sizing multiplicand for one or more individuated sectors of the bitmapped component; and

 sizing the bitmapped component in response to sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under, thereby curtailing pixilation and disproportionate appearance of the bitmapped component.

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17. (Previously Presented) The method of claim 16, the UI element is themed.

18. (Original) The method of claim 16 further including:

dividing the bitmap into a plurality of grids; and

adjusting margins of the grids to adjust the size of the grids based upon the functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under.

19. (Original) The method of claim 18 further including:

adjusting the margins of the grids such that the size of each of the grids is adjusted in both the vertical and horizontal directions.

20. (Previously Presented) The method of claim 19 further including:

adjusting the margins of the grids based upon the ratio of the DPI of the context that the UI element is being rendered to the DPI that the bitmapped component was designed under.

21. (Previously Presented) A computer-readable medium storing computer-executable instructions that performs the method of claim 20.

22. (Currently amended) In a computer system having a graphical user interface including a context that a UI element having a bitmap component can be rendered to, a method for rendering the UI element in response to sizing input where the bitmapped component was designed under a particular DPI, the method comprising:

receiving the sizing input; and

asymmetrically sizing one or more areas of the bitmapped component in response to the sizing input and based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the bitmapped component was designed under, thereby ~~militating~~ mitigating ~~against~~ disproportionate appearance and pixilation of the UI element.

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23. (Previously Presented) The system of claim 22, the UI element is themed.

24. (Original) The method of claim 22 further including:

dividing the bitmap into a plurality of grids; and

adjusting margins of the grids to adjust the size of the grids based upon the

functional relationship between the DPI of the context that the UI element is being

rendered to and the DPI that the bitmapped component was designed under.

25. (Original) The method of claim 24 further including:

adjusting the margins of the grids such that the size of each of the grids is adjusted

in both the vertical and horizontal directions.

26. (Previously Presented) The method of claim 25 further including:

adjusting the margins of the grids based upon the ratio of the DPI of the context

that the UI element is being rendered to and the DPI that the bitmapped component was

designed under.

27. (Previously presented) A system that produces a UI element having at least one

component comprising:

a sizing module that chooses a second component of the UI element from a library

of second components to minimize pixilation and discordant appearance of the second

component; and

an alignment module that aligns the chosen second component within a first

component of the UI element.

28. (Previously Presented) The system of claim 27, the UI element is themed.

29. (Previously Presented) The system of claim 27, entries within the library are designed

under a particular DPI, the sizing module chooses the second component from the library

based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

30. (Previously Presented) The system of claim 29, the sizing module chooses the second component from the library based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

31. (Previously Presented) The system of claim 30 the sizing module refines the size of the chosen second component based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

32. (Previously Presented) A method for producing a UI element having at least one component comprising:

    choosing a second component of the UI element from a library of second components to attenuate pixilation and to ensure consonant appearance of the UI element; and

    aligning the chosen second component within a first component of the UI element.

33. (Previously Presented) The method of claim 32, entries within the library are designed under a particular DPI, the method further including:

    choosing the second component from the library based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

34. (Previously Presented) The method of claim 33 further comprising:

    choosing the second component from the library based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

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35. (Previously Presented) The method of claim 34 further comprising:

refining the size of the chosen second component based upon the ratio of the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

36. (Previously Presented) A computer-readable medium having computer-executable instructions that performs the method of claim 32.

37. (Previously Presented) A computer-readable medium having computer-executable instructions that performs the method of claim 33.

38. (Previously Presented) In a computer system having a graphical user interface including a context that a UI element having at least one component can be rendered to, a method for rendering a UI element comprising:

choosing a second component of the UI element from a library of second components;

aligning the chosen second component within a first component of the UI element; and

rendering the UI element to ensure minimal pixilation and to curtail disproportionate representation within the context.

39. (Previously Presented) The system of claim 38, the UI element is themed.

40. (Previously Presented) The method of claim 38, entries within the library are designed under a particular DPI, the method further including:

choosing the second component from the library based upon a functional relationship between the DPI of the context that the UI element is being rendered to and the DPI that the entries within the library were designed under.

41. (Previously Presented) The method of claim 40 further including:

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